



BORN OF
FATE

RAISED BY
PROPHECY

CHOSEN AS A
SAVIOUR

DESTINED TO
DESTROY...

Summoner™



www.summoner-thegame.com



www.thq.com



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INSTALLATION

Insert CD 1 into your computer's CD-ROM drive. After a few seconds the Install Program will begin automatically. If you have autoplay disabled you will need to double-click on the "My Computer" icon and then on your CD-ROM icon. Once the CD-ROM window has opened, double-click on the setup icon to begin installation.

Follow the on-screen instructions that appear after the Install Program begins.

When the game has finished installing, the Main Menu will appear. Please consult page 5 of the manual for instructions on beginning a new game.

If you experience problems installing *Summoner*™ on your PC, please consult the README.TXT located on Disc 1 or check out the support page at www.thq.com/support.

At the time of printing, all material and content contained herein was and is current. However, some elements of instruction and gameplay may have since changed slightly. We strongly recommend that you view the README.txt file located on Disc 1 to accommodate the possible changes.

Minimum Specs

Windows 95/98/ME compatible computer system with DirectX 8
Pentium II or K6-2 400 MHz Processor
3D Graphics Accelerator Card with 4MB of RAM (such as a Voodoo 2) or better
64 MB RAM
4x CD-ROM
800 MB of Free Hard Disc Space
DirectX certified sound card
100% Microsoft compatible mouse and keyboard

Recommended Specs

Pentium III or K6-2 500 MHz Processor
Voodoo3 or TNT2 Graphics Accelerator Card
128 MB RAM
EAX compatible sound card

Supports

Internet or LAN multiplayer via TCP/IP

THE CONTROLS

IN GAME CONTROLS

Mouse: Move the cursor on screen (both in-game and on menus) to highlight available options and move a character or party to a desired location.

Note: To move your party or a single character using the mouse, you may move the cursor to an available spot on the ground and simply click or hold the mouse button down. If you point and click, the character will travel to that spot and stop. If you hold the mouse button down, the character will follow the cursor continually.

Note: Moving the cursor to the extreme left edge of the screen will rotate the camera counter-clockwise. Similarly, moving the cursor to the extreme right edge of the screen will rotate the camera clockwise.

Left Mouse

Button: Activate highlighted option/Confirm/Select

Right Mouse

Button: Initiate Chain Attack (see page 11 for more information)

Q: Toggle on/off Quest Journal menu

R: Toggle on/off Character Status menu

I: Toggle on/off Character Inventory menu

S: Toggle on/off Skills menu

Enter: Enter/Leave combat mode

C: Toggle on/off Spells menu

M: Toggle on/off Map Screen

H: Toggle on/off Solo Mode

Space Bar: Pause/Unpause gameplay

Tab: Cycle through available characters

Print Screen:	Take a .jpeg screen shot of the current gameplay frame that is stored in the Summoner root directory
ESC:	Toggle In-Game Menu (see page 13 for more information)
Left Arrow Key:	Rotate camera clockwise
Right Arrow Key:	Rotate camera counter-clockwise
Up Arrow Key:	Zoom in camera
Down Arrow Key:	Zoom out camera
F12:	Toggle High/Low/Auto Camera

Note: Selecting the “Inverse Camera” option in the Options menu will cause the camera commands to work inversely. Selecting this option will only affect the keyboard commands.

MENU CONTROLS

Mouse:	Move cursor to select available options
Left Mouse Button:	Scroll between/change available options and/or menu screens
Right Mouse Button:	View inventory item options (not always available)

MAIN MENU

From the Main Menu, you can choose to start a new game, continue a saved game, play a multiplayer game, view the options menu, view the list of credits, or quit. Use the mouse to highlight an option and click on it.

Start New Game—Begin a new game of *Summoner*™.

Continue Game—Load a previously saved game. You must have at least one saved game to see this option. See **SAVING AND LOADING** on page 31 for more information.

Multiplayer—Begin a multiplayer game of *Summoner*™.

Options—Adjust the game settings.

Credits—Display the credits.

Quit Game—Quit the game.



OPTIONS MENU

Customise your gameplay experience with the Options Menu. Use the mouse to highlight an available option and click to toggle the settings.

AUDIO

Use the mouse to increase or decrease the audio settings.

Sound Volume—Increase or decrease the volume of the sound effects.

Music Volume—Increase or decrease the volume of the music.

EAX—Toggle EAX on or off.



VISUAL

Detail Levels—Choose the level of detail (low, high, auto) you desire for characters.

Texture Detail—Choose the level of detail (low, high) you desire for the in-game textures.

Lighting Quality—Choose between Vertex or Dynamic lighting.

Fogging Plane—Choose the fogging distance (low, medium, high).

Character Lighting—Choose the amount of ambient lighting on your character (low, medium, high).

Anti-Aliasing—Toggle on or off (This option is available only when used with a video card that supports an anti-aliasing feature.)

Note: Unless you are using a high-end computer, it is recommended that you do not choose the highest settings for all available options as some slowing in gameplay could occur.

GAMEPLAY

Solo Mode Confirm—Select ON to activate a pop-up window each time you choose to enter solo mode. To enter solo mode without a pop-up window, select OFF. See page 18 for more information on solo mode.

Invert Camera—Toggle the camera controls as either regular or inverted.

Conversational Camera—Choose to toggle different options for the conversational camera. The available options are: 1) Never zoom the camera in during conversation with NPCs, 2) Always zoom the camera in during conversation with NPCs, and 3) Only zoom the camera in during conversation with important NPCs.

See CONTROLS on page 3 for more details on the game camera and camera control.

Combat Chaining—Choose to select either MANUAL or AUTO for Chain Attacks. You control Chain Attacks when the MANUAL setting is selected. The computer will control Chain Attacks when the AUTO setting is selected. See page 11 for more detail on CHAIN ATTACKS.

PLAYING THE GAME

Joseph begins his adventure in the farming village of Masad. When beginning a new game, a tutorial is available to help you become accustomed to the game controls and explain how to talk to other characters, how to find items, and how to engage the enemy in battle.

It is highly recommended to use the tutorial to learn how to play *Summoner*.™



1. MAP Button

2. MENU Button

3. SOLO Button

4. Sun Dial

5. Swords Icon

6. Profile Icon

7. Spell Icon

8. Journal Icon

9. Chest Icon

10. Figure Icon

11. Programmable
Hot Keys

THE GAME SCREEN AND HUD

The game screen provides important information for each character in your party. You will also be able to view the surrounding environment containing Non-Player Characters (NPCs) to talk with, enemies to battle, and items to find.

Player Characters

Along the bottom of the screen are pictures of each character in your party. Press the **TAB** key to scroll through party members. You control the character that is highlighted.

Health Points Bar (HP)

Below each character's portrait is a red Health Points Bar. This shows how much health (HP) a character has left. Watch this meter closely when in combat and heal characters that have low HP. When the red bar disappears, the character is incapacitated.

Action Points Bar (AP)

Beneath the character's HP Bar is a blue Action Points Bar. This displays how many Action Points (AP) a character has remaining. Action Points are spent to cast spells, attempt chain attacks, and use active skills. When a character has spent all of his AP, he is unable to cast spells, attempt chain attacks, or use active skills available to him. AP will slowly regenerate over time.

The Heads Up Display (HUD) contains the following elements:

1. MAP Button

Click here to bring up the Map menu. For more information on the map, see page 17

2. MENU Button

Click here to bring up the in-game menu

3. SOLO Button

Click to toggle Solo Mode. For more information on Solo Mode, see page 18

4. Sun Dial

Click here to pause the game

5. Swords Icon

Click to toggle on/off combat-ready mode

6. Profile Icon

Click to bring up the Character Status Menu

7. Spell Icon

Click on the book to bring up the Spells Menu Screen

8. Journal Icon

Click to bring up the Quest Journal Menu Screen

9. Chest Icon

Click to bring up the Inventory Menu Screen

10. Figure Icon

Click to bring up the Skills Menu

11. Programmable Hot Keys

The empty boxes immediately next to the icons are reserved for customisable hot keys. You may choose to drag spells, skills, or a combination of both spells and skills from the in-game menus into the boxes. The boxes have been pre-assigned numbers 1 through 6 left to right, top to bottom. Pressing the corresponding numerical key on the keyboard activates the spell or skill assigned to that box. The spell or skill can also be activated by simply clicking on the icon.

IALOGUE

While traveling through the villages, towns, and castles of Medeva and Orenia, you can talk to any of the characters you meet.

Approach a character and select them by highlighting them with the cursor. Click on the highlighted character to begin the dialogue.

If a character has something important to say, the dialogue bubble shows two exclamation marks (!!). These characters often possess critical information regarding Joseph's quest, or they might offer optional adventures to embark on. Some characters may need to be visited more than once before they give you critical information.

Note: Joseph will also come across characters talking to each other.

When Joseph can hear the conversation, you will see a smaller text box above the two NPCs. The character with an asterisk above his head (*) is the NPC currently talking in the conversation.

The dialogue window contains two areas. The top half of the window displays what the NPC is saying. The bottom half lists the available questions or responses. When the NPC's speech is too long for the dialogue window, the word MORE will be displayed. Use the cursor and click to scroll through the rest of the text.

Sometimes Joseph has many questions to ask a character or has multiple responses to their questions. When more than one question or response is displayed, use the cursor to select an available phrase and click on it to talk to the NPC. When the discussion for that topic has been completed, it is removed from the Topic List. New topics will be added to the list as more information is revealed.

To exit the dialogue at any time, click the X at the top right corner of the dialogue box. Otherwise, select FAREWELL to end the discussion. Important conversations cannot be aborted.



COMBAT

Joseph will encounter many hostile characters and monsters while traveling through the lands of Medeva and Orenia. Even as the adventure begins, Orenian soldiers have destroyed Masad, Joseph's village, and they are searching the area for survivors. Learn to use the combat techniques below to save yourself and your party members from the enemies and monsters that roam the world of *Summoner*™.

The Combat System

A hybrid system of real-time and turn-based combat is used for all battles in *Summoner*™. In battle, opponents take turns attacking each other. Combat begins when either character takes the first action.



The Chain Attack system enables you to extend your turn. Every time a new attack is added to the chain, you gain one additional attack. When you finally fail to add an attack to the chain, your turn is over. See page 11 for more information on CHAIN ATTACKS.

This turn-based system occurs in real time, which means you do not have to wait for the enemy's attack before moving or targeting a new opponent. You can move the party members around the battlefield at any time,

gaining a height advantage on higher ground if available. You can also use the cursor to target a new enemy, or you can run away from combat if your HP is too low.

Initiating Combat

Try to surprise an enemy by approaching it from behind or out of view. This will give you an advantage on your first attack. If more than one enemy is within range, choose your target with the mouse and cursor. The red cursor points to the currently selected enemy, with a red bar above each enemy's head. The red bar represents their HP. Click on the selected enemy to attack.

Once a foe is selected, Joseph engages in combat, continuing to fight until you give him another command or until he or his opponent runs out of HP. You can reposition Joseph by using the mouse and cursor, or you can run away from the battle if your HP is low.

Enemies always fight to the death. If you run away from combat, your opponents will pursue.

Note: You can exit/leave the combat-ready mode at any time by clicking on the sword icon located on the on-screen HUD or by pressing the **ENTER** key.

Damage

During combat, numbers appear above each character's head. The numbers represent how much health has been subtracted from a character's HP. White numbers indicate the damage done to enemies, while yellow numbers show how much damage Joseph and his friends have sustained.

Combat Advantages

In addition to receiving a bonus for a surprise attack, Joseph and his party can gain positive or negative combat modifiers. The numbers in blue show the percentage modifiers (if any) for a character's attack. Attacking from higher ground adds a bonus, while attacking from lower ground results in a penalty. These combat modifiers affect the damage inflicted against opponents as well as the damage sustained from enemy attacks. You may also receive a bonus by attacking a creature from behind.

Note: Highlight an enemy with the cursor at any time to view the creature's health bar.

Chain Attacks

During combat, Joseph has the ability to perform a chain of special attacks against the enemy. While attacking the creature, a chain symbol appears over Joseph's head.

When the symbol appears over Joseph's head, click the right mouse button to begin the Chain Attack. For each additional attack, click the right mouse button until you are unable to continue. For each successful Chain Attack, you get the chance to perform another one. With each successive Chain Attack, your timing needs to be more precise in order to continue the chain. As long as you continue the Chain Attack, your opponent cannot strike. When the chain is broken, your opponent's turn begins.

If you click the right mouse button too quickly or are unable to press it in time, the Chain Attack fails and the text **TOO FAST** or **TOO SLOW** is displayed on the screen. Try to adjust your timing to master the Chain Attack.

Each party member has a different combination of Chain Attacks.

Joseph's Chain Attacks

- **Added Blow**—Standard secondary attack.
- **Desperation**—Does damage with the amount of damage taken.
- **Confusion**—Removes APs from enemy.
- **Revitalise**—Party regains HP.
- **Burn Hands**—Does fire-based damage.
- **Push**—A successful push will increase the chance for the next attack.
- **Mind Drain**—Target loses AP, while Joseph recovers AP.
- **Life Leech**—Does damage and recovers HP.

Flece's Chain Attacks

- **Added Blow**—Standard secondary attack.
- **Kick**—Increases chance to hit with blunt melee attack.
- **Mug**—Steals gold and inflicts medium damage.
- **Leg Swipe**—Slows target and does medium damage.
- **Arm Slice**—Cripples target and inflicts medium damage.
- **Blind Stab**—Blinds target and causes little damage.
- **Desperation**—Does damage with the amount of damage taken.
- **StaminaAtk**—Does damage with the amount of AP left.
- **Silence**—Target cannot cast spells.

Rosalind's Chain Attacks

- **Added Blow**—Standard secondary attack.
- **Shock GRSP**—Does energy-based damage.
- **Bless**—Party takes less physical damage.
- **Confusion**—Removes APs from enemy.

Jekhar's Chain Attacks

- **Added Blow**—Standard secondary attack.
- **Kick**—Increases chance to hit with blunt melee attack.
- **Axespin**—Damages all nearby targets with axe only.
- **Earthshaker**—Knock down nearby targets with blunt weapon only.
- **Mend**—Recovers small amount of HP.
- **Desperation**—Does damage with the amount of damage taken.
- **Sacrifice**—Does double damage, but you lose your own HP.
- **Life Leech**—Does damage and recovers HP.

By performing Chain Attacks frequently, your characters can gain new Chain Attacks to add to their arsenal. These can be assigned to specific keys by using the Skills Menu. See page 15 for more information.

Note: Chain Attacks are only available during melee combat and cost Ability Points to perform. Use faster weapons to perform longer Chain Attacks.

After Combat

When the enemy has been killed, you can pick up any gold and items that were dropped during battle. Use the cursor to highlight available items and click the mouse to pick them up and/or view the Contents Menu.

In the Contents Menu, you can choose to take everything right away by selecting the option **PICK UP SELECTED**. To be more selective about the items, use the cursor to select an item and click on it. You can leave an item behind by selecting it and clicking. A red X should appear next to it. If you decide you would like to take the item after all, select it again by clicking. A green check mark will appear. When finished, choose **PICK UP SELECTED** and click.

INTERFACE SCREENS

Press the ESC key to pause the game and view a list of interface screens. Highlight an option and click to confirm the selection. To learn more about Saving and Loading a game, see page 31. Select **QUIT** to return to the Main Menu without saving your game.

Inventory

The Inventory screen displays all of the items and gold your party has collected and equipped. From this screen, you can equip any of the characters with new items, or you can unequip unwanted items.

Note: You can switch characters by clicking on the arrows next to the character's name.

Selected Character—The left side of the screen shows the selected character. The weapons and armour he or she has equipped are shown in the boxes around the character.

Equipped Items—Use the cursor to highlight an equipped item and click the right mouse button to view the Inventory Options for that item.

- **Identify**—Some magical items need to be identified before they can be equipped. Only characters with the Appraise skill can identify items.



- **Info**—View the relevant information for the selected item. Skills and skill levels required to equip weapons and armour are listed in Item Info.
- **Unequip**—Remove the item from the character's body.
- **Destroy**—Permanently destroy the item.
- **Cancel**—Return to the Inventory screen.

Note: Not all of these options are available for every inventory item.

Party Items—The right side of the screen displays a list of Party Items. These are the items you have either found on your adventures or have purchased from a merchant. Click on the icons near the bottom of the screen to sort items by Weapons, Armour, Rings, Magic, and Miscellaneous.

- **Weapons**—All of the equipped and unequipped weapons are listed here.
- **Armour**—Everything you own from footwear to head-gear is shown on this list.
- **Magic**—Potions, draughts, and tonics are listed.
- **Jewelry**—Rings and necklaces the party has accumulated.
- **Misc**—All other miscellaneous items owned by the party appear on this list.

Available Gold—The amount of money you possess is shown on the bottom of the screen, next to a pile of gold. The number represents how many Gold Pieces (GP) you currently have. You can use GP to purchase weapons, armor, potions, rings, and other items.

Skills

The Skills screen shows the primary Skills for each character.

- **Selected Character**—A portrait shows the face of the Selected Character. All the information displayed is for this character only. Click on the arrows near the character's name to switch characters.
- **Character Information**—Beneath the portrait is a list of primary statistics.
 - **Level**—As you gain Experience Points (Exp), your level increases.
 - **Exp**—This lists your current experience points. You earn experience by defeating opponents in combat as well as completing quests and tasks.
 - **To Next**—The number of experience points needed to gain the next level is displayed.

- **HP**—The character's Health Points are displayed here. You earn more HP with each level gained.
- **AP**—This shows your current Ability Points. Without AP, you cannot use Chain Attacks, spells, or active skills.
- **Speed**—The higher the Speed percentage, the better your chances of successfully completing a Chain Attack.
- **Damage**—The higher the Damage modifier, the more damage you will inflict on an enemy. As you gain more experience and find better weapons, this Damage modifier increases.
- **Protection**—A higher Protection modifier reduces the amount of damage you sustain from enemy attacks. Equip better armor and gain levels to increase your Protection modifier.
- **Skills**—To the right of the screen is the Skills column. As you gain experience, you can increase the modifiers, awarding points to each character at your discretion. Below are Joseph's beginning skills. This list will grow as Joseph progresses through his adventure.



- **Sword Weapons**—Increase this number to improve Joseph's swordsmanship.
- **Dodge**—Raise the Dodge modifier to better avoid attacks during combat.
- **Summon**—Increases the power assigned to the summoning rings and enables Joseph to summon more creatures. Joseph does not start out with the Summon skill.
- **Heal**—Increases the amount of HP that can be restored by casting a Heal spell.
- **Chain Attacks**—Joseph gains new Chain Attacks as you progress through *Summoner™*. You cannot assign skill points in the Chain Attacks section, but you can assign the Chain Attacks to the following keys: **ALT**, **CAPS**, **SHIFT**, **CTRL**. Use the cursor to highlight the desired Chain Attack, then click to select it. Now highlight and select an available key to bind the Chain Attack to that button.

Note: Only 4 Chain Attacks may be used at any given time—even if your character has more than 4 Chain Attacks in their Skills Menu inventory. If you choose to use the right-mouse button to activate Chain Attacks, the computer

will go through your selected Chain Attacks in order each time a Chain Attack is successfully executed. Chain Attacks can only be executed when the chain symbol is visible.

Status

The Status screen displays a character's Resistances and Status Effects and shows his or her main combat objective.

- **Resistances**—The percentages to the right indicate how resistant a character is to each type of attack.
 - *Slashing*—A higher percentage reduces the amount of damage sustained from slashing weapons, such as swords.
 - *Piercing*—The higher this modifier, the less damage a character sustains from piercing weapons like daggers.
 - *Blunt*—This reduces the damage taken from blunt weapons like war hammers.
 - *Fire*—Decrease your HP loss from Fire-based spells.
 - *Ice*—Decrease your HP loss from Ice-based spells.
 - *Energy*—Reduce the damage sustained from Energy-based spells.
 - *Magic*—Increase your ability to avoid Magical attacks altogether.
- **Status Effects**—Whenever a character is afflicted, the affliction appears in the Status Effects list. Once the effect has been cured or has worn off, it disappears from the screen.

While viewing the Resistances and Status Effects screen, click to alter the Artificial Intelligence (AI) script for each party member. This changes their primary combat objective—the way they engage the enemy during battle while you are controlling another character.



AI Scripts:

- **Melee**—Send the character in for hand-to-hand, hack-and-slash style combat. The character picks the closest enemy and begins attacking.
- **Support**—Support characters attack creatures that are not being attacked by anyone else. When any ranged attacker (i.e., using ranged weapons or spells) is directly attacked, a support character will attack that enemy.
- **Range**—Useful for characters who have a ranged weapon, like a bow. The character shoots enemies that are being attacked by others. This lessens the

chance that the enemy will divert its attention to the ranged attacker.

- **Healer**—A character set to Healer will heal the other party members when they're low on HP. If there is no one to heal, a healer acts as if given the Melee command.
- **Caster**—A character set to Caster avoids any sort of Melee combat and will stay behind the front lines, casting offensive and defensive spells.
- **Healer/Caster**—A combination order set, this character casts combat spells until a party member is low on HP, at which point he or she casts healing spells. Be careful to watch your AP! A Healer/Caster is bound to use a lot of AP casting combat spells and could run out when a party member needs to be healed. However, AP won't drop below a minimum level.

Quest Journal

Every time Joseph is asked to complete a task, it is added into his Quest Journal. The journal is separated into a QUEST section and a DESCRIPTION section.

- **Quest**—As Joseph gains more tasks, they are listed here.
- **Description**—When you highlight a Quest, its description appears in the Description section. Each Quest's description reminds you of the tasks needed to accomplish it. Descriptions are updated when new information is gained.



Note: There are two types of Quests: Required and Mini-Quests. It is not essential to complete the Mini-Quests to finish the game. You can call up the Quest menu at any time by pressing **Q** on the keyboard or clicking on the quest icon located on the HUD.

Map

As Joseph and his party explore new areas, the areas become visible in the Map screen. When you look at the Map, you see three important details.

- Your current position is represented by a white cone. You are standing at the point of the white cone, where the cone indicates the direction of the camera.
- Explored areas can be seen as soon as you view the Map screen.



- Areas you still need to explore are blacked out and mysterious.

If the current area has more than one level (layers), click on the arrows on the bar labeled **LAYER** to explore other layers. You cannot view a layer's map until you've actually explored that layer.



SWITCHING CHARACTERS

As more people join your party, you can control them individually during the adventure or in combat. You can also scroll between their Skills and Status interface screens. Simply press **TAB** or click on the arrows near the character bar to switch characters. The selected character's portrait, on the bottom of the screen, becomes highlighted and the circular icon is now beneath his or her feet.

Solo Mode

You can have any of the characters leave the party at any time to continue adventuring on their own. To do this, first make that character the active character, then press the **H** key. Now you can control the active character individually without the others following. You can still select the other characters by using the **TAB** key.

Pressing the **H** key again takes the character out of Solo Mode and the entire group rejoins the active character.

Note: You can also click on the solo icon on the HUD to activate Solo Mode.



LEVELS AND EXPERIENCE

Experience is gained by defeating enemies and completing quests. When a character has accumulated enough experience points, he or she attains the next experience level.

Each time a character "levels up," his or her maximum HP and AP stats increase. Additional skill points are also gained. A flashing "+" symbol appears on a character's portrait if he or she has skill points to distribute.

To distribute skill points, press the **R** key for the Character Menu. Now use the cursor to highlight the skill you would like to increase. Finally, click on the plus symbol (+) to increase that skill by one point. No skill level can be raised higher than the character's current experience level.

Note: Skill points are permanent once you exit the Skills screen.

SPELLS MENU

Press the **C** key or click on the Spells icon to gain access to the Spells Menu. Here, you can select any spell a character has learned and cast it against an enemy or on a party member.

Along the top of the menu are the six different categories of spells. Use the cursor to scroll through the six categories of spells. Press the **TAB** key to view a different party member's spells.

- **Heal**—These spells heal and cure your party members.
- **Dark**—Spells in the Dark circle, such as the Blind spell, are typically used against the enemy.
- **Energy**—Energy spells draw their power from the surrounding air to cast powerful magic. Lightning is an example of an Energy spell.
- **Holy**—The spell caster calls upon the gods to help cast Holy spells. These are mainly used to protect or bless the party.
- **Fire**—Fire spells include such attacks as Fireball, Meteor Storm, and Inferno.
- **Ice**—These spells damage your opponent with ice projectiles (e.g., Icicle and Blizzard) or paralyze them with freezing attacks (e.g., Icy Sleep and Ice Coffin).

To cast a spell, first highlight one with the cursor. Then click on the highlighted spell to begin casting. A cursor appears on an enemy, party member, or the ground (depending on the type of spell chosen). A spell that helps Joseph and his allies can be used only on them. An offensive spell can target only the enemy.

Casting a spell reduces a character's AP, as shown by the blue bar next to his or her portrait. Characters recover AP slowly over time.

As a character's skill in a spell circle increases (see LEVELS AND EXPERIENCE on page 18), he or she gains access



to more powerful spells within that circle. Higher-level spells cost more AP than lower-level spells.

NAME	CLASS	AP COST	SKILL POINTS REQUIRED	HIT CHANCE
Heal	Heal	4	1	100%
Cure	Heal	2	2	100%
Regenerate	Heal	4	4	100%
Resurrect	Heal	10	6	100%
Vitalise	Heal	5	8	100%
Revive	Heal	20	10	100%
Blind	Dark	2	1	60%
Silence	Dark	3	2	60%
Invisibility	Dark	20	8	100%
Death	Dark	20	10	30%
Life Drain*	Dark	1	1	80%
Light	Energy	1	1	100%
Lightning	Energy	3	2	100%
Empower	Energy	8	7	100%
Power Leech	Energy	15	10	100%
Bless	Holy	4	1	100%
Protect	Holy	8	3	100%
Faith	Holy	10	7	100%
Curse	Holy	20	10	75%
Fire Arrow	Fire	3	1	100%
Fireball	Fire	6	2	100%
Meteor Storm	Fire	6	4	100%
Wall of Fire	Fire	10	7	100%
Inferno	Fire	20	10	100%
Icicle	Ice	3	1	100%
Ice Sleep	Ice	4	3	65%
Freeze	Ice	6	5	55%
Blizzard	Ice	15	7	100%
Ice Coffin	Ice	20	10	50%

*Available to Wraith only

SKILLS MENU

Just like the Spells Menu, you can access the Skills Menu from the Game Screen. Press the **S** key or click on the Skills icon to view the list of available skills for each character.

Along the top of the menu are six different categories of skills. Use the cursor to highlight and select a category or press the **TAB** key to access other party members' Skills Menus.

- **Combat**—These skills include the ability to Backstab, Dodge, or Parry when in battle.
- **Stealth**—Some of the characters can choose to sneak or hide by using their Stealth skills.
- **Creation**—Joseph summons creatures using the Creation skill.
- **Examination**—Depending on the character, this skill enables you to assess a potential enemy's HP or to look at a door to see if you can pick the lock.
- **Weapons**—The Weapons category shows the types of weapons each character can use in combat.
- **Spells**—This displays the type of Spells a character can cast.

There are two types of skills: Active and Passive.

Active Skills

Active skills are employed like spells. Using an active skill costs Ability Points, represented by the blue bar next to a character's portrait. Early on, characters do not have many active skills. More skills become available to the party as they gain experience levels.

Passive Skills

Passive skills are automatically activated in the appropriate situation. You can see the status of passive skills in the Skills menu, but they are never selectable.

The skills in the Weapons and Spells categories represent each character's proficiency with those weapons or spells. At level 1, Joseph has a low proficiency with Sword weapons. This means he can wield swords but is not particularly skilled in their use. Skills are rated from 1 to 10, with 1 being the lowest.

For more information on assigning skill points to your skills, see **INTERFACE SCREENS** on page 13.



TRAVELING TO OTHER CITIES AND LOCATIONS

When Joseph needs to travel significant distances, he does so in the World Map view. The World Map is an overhead view of the world of *Summoner*,™ showing neighboring towns and villages. Prior to traveling, NPCs will give Joseph information on how to get to the next location. World Map view is usually initiated when Joseph crosses an area marked with a yellow line. While in the World Map view, a compass will indicate which direction Joseph is traveling. Use the mouse and cursor to move the party to the next town, village, forest, or dungeon.

SUMMONING

Joseph was born with the ability to summon creatures. However, there is only one way a Summoner can release creatures into the world—through the use of summoning rings. Joseph will have to find these summoning rings in order to use his unique and powerful skill.



Each summoning ring you obtain enables you to summon a different creature.

1. To summon a creature, open the Skills Menu by pressing the **S** key or clicking on the Skills icon.
2. Click on the Creation icon.
3. You now see the SUMMON skill, with your assigned skill points next to it. Click to view a list of creatures to summon.
4. Highlight a creature and click to confirm.
5. Now a cursor appears on-screen. Use the cursor to find a safe place for the summoned creature to appear. If the cursor is red, there is not enough room for the creature to appear. Move the cursor until it turns blue.
6. Click to begin the summoning.
7. The summoned creature becomes a member of the party and can be controlled as a normal party member. It can also complete Chain Attacks on the enemy.

The experience level of the summoned creature depends on how much power the corresponding ring has accumulated. Although you do not need to be

wearing a summoning ring to summon the corresponding creature, the ring gains power only while you have it equipped.

As Joseph gains experience, any summoning rings he has equipped will increase in power. The amount of experience acquired by these rings depends on Joseph's Summon skill. The higher his Summon skill, the more power his summoning rings gain.

While trying to summon creatures into the world, be aware of the following rules:

- Creatures cannot be summoned in town.
- Once you leave a level, any creature Joseph has summoned is removed from the party.
- If Joseph loses all his HP and is rendered unconscious while a summoned creature is alive, he loses control of the summoning. If Joseph is revived, he cannot summon a new creature until the old one is killed.
- It costs life to give life. Joseph will lose points from his Maximum HP whenever he summons a creature. The Maximum HP he used to summon is returned to him only when he banishes a summoning or exits an area. If the summoning is killed in battle, Joseph will have lost those Maximum HP points forever.

The following is the list of possible creatures Joseph can summon:

- Golem
- Red Minotaur
- Blade of Urath
- Blue Imp
- Blackfire Elemental
- Blood Elemental
- Poison Elemental
- Mist Elemental
- Wraith
- Jade Golem
- Celestial Samurai
- Jade Dragon
- Water Dragon
- Four Winds Dragon
- Forest Dragon



ITEMS

As Joseph explores the continents of Medeva and Orenia, he will come across various items to either use, equip, or sell. Sometimes, NPCs will ask Joseph to find a particular item of interest and bring it back for a reward.

- **Weapons**—You can find Blunt, Piercing, Slashing, or Ranged Weapons in stores or after combat. Sometimes a faster weapon is better than a slower weapon that causes more damage because Chain Attacks are easier with a faster weapon. Be sure to equip the most appropriate weapon according to each character's list of skills. Skills and skill levels required to equip a weapon are listed in Item Info.
- **Armour**—Armour helps protect characters from attacks. Some characters can wear only light armour, while others can wear heavier, more encumbering armour. Equip the best armour for each member of the party. Skills and skill levels required to equip armour are listed in Item Info.
- **Rings and Necklaces**—Aside from the summoning rings, other rings and necklaces exist that can alter a character's protection rating, spell casting abilities, or combat abilities. Be sure to view a ring's information before giving it to a party member.
- **Potions**—Potions, scrolls and tomes can restore or increase a character's HP and AP. Scrolls and tomes have spells, too.
- **Miscellaneous**—Joseph needs to find other items and bring them back to NPCs to gain rewards for his trouble.

Aside from finding items after defeating an enemy, items are also scattered throughout the world of *Summoner*.[™] Barrels, boxes, and wells might contain anything from gold coins to armour and weapons.

To search for items, use the mouse to hover the cursor over the area you wish to search. If the area contains a hidden item, the container will highlight. Click to collect the item. Gold is picked up automatically, and the Contents Screen lists any other items found in the container. See AFTER COMBAT on page 13 for more information on the Contents Screen.

THE WORLD OF SUMMONER



In the mythology of *Summoner*,[™] Ghuval the Maker of All Things created the world, Khosos. Urath, god of the Sudani, struck the earth with his sword and split Khosos into many continents and islands. *Summoner*[™] takes place on two of those continents: Orenia and Medeva.

THE KINGDOM OF MEDEVA

Thirteen kings once ruled over the realms of Medeva. The princes of the Rhunari clan unified these kingdoms over the course of a 300-year war known as the Medevan Conquest. The calendar of Medeva is reckoned by the first year of the Conquest (1 VM, or "Vorhno Medeva"). *Summoner*[™] begins in the year 596 VM.

Bellias VI now rules the Kingdom of Medeva. As a youth, Bellias distinguished himself at the battle of Tormannen, a victory that rallied the armies of the crown in the civil war of 577. The following year he married Queen Galienne, daughter of the late Duke of Tarhimun, a marriage that secured the power of the monarchy and brought peace to his troubled realm. Bellias' brother, Prince Sornehan, helps the king govern Medeva through his network of spies and informants.

Some places of interest in Medeva:

Masad

Masad is a farming village on the Darhu River, north of Lenele. Joseph lives in Masad, and he begins the game here.

Lenele

A city on the Darhu River, Lenele was built on the ruins of the City of Gods. The Palace of King Bellias VI and the High Temple of Urath are located here. Lenele has four major quarters: the docks, the marketplace, the Old City slums, and the wealthy Crown district.

Iona

Iona is an island monastery off the eastern coast of Medeva. An esoteric order of mage-priests guards the divine tomes of the Great Library. These tomes are written in Aosi, the language of the gods, in which all of Creation has been written.

Khosani Stronghold

Known to its denizens as “Saanavarh,” or “Mountain of the Wise,” this is the last refuge of the Khosani, children of the earth god Vadagar. Twelve thousand years ago, the sea god Amasido destroyed their cities in a great flood.

Ikaemos

The ruins of an empire that flourished near the end of the Chaos of Ten Thousand Years, the palace of the Priest-Kings of Ikaemos now lies hidden within a vast swamp.

THE EMPIRE OF ORENIA

Murod the Usurper rules the empire of Orenia, a realm far to the north across the Sea of Khadim. Formerly the leader of the imperial priesthood, the Society of the Jade Temple, Murod seized the throne of Orenia in the year 574 VM, murdering the Emperor Gaodi II and his entire family.

Murod executed the priests of the Jade Temple after they prophesied that one born with the Mark of the Summoner would destroy him. Now the Society survives as a rebel army fighting against Murod's tyranny. Their leader is a mysterious woman named Aoqi.

In 596, the year that *Summoner™* begins, Murod invades the Kingdom of Medeva, searching for the one born with the Mark of the Summoner.

Some places of interest in Orenia:

The Tower of Eleh

A siege tower built by the gods to storm the gates of Heaven, the original tower was destroyed in the Chaos of Ten Thousand Years. Murod has enslaved his people to rebuild the tower and install himself as the Emperor of Heaven and Lord of All Creation.

Wolong

A village on the Lake of Sorrows, Wolong is a stronghold of the Jade Temple's rebellion and home of the Gatherers, a sect of healers. In the legends of the village, a dragon's tears formed the lake. The people of Wolong offer sacrifices and festivals to keep the dragon happy.

Liangshan

Lost within a forest of evil spirits, the Shrine of Liangshan is a sanctuary devoted to Dai, the Dragon of the Forest.

Jade Temple

For centuries the Jade Temple has served as the seat of imperial power, built by the First Emperor following his victory in the Battle of Nine Sparrows. The priests of the temple, now in hiding, lead the rebellion against Murod.

THE MARK OF THE SUMMONER

The Summoners' inheritance is a power greater than magic. With ancient rings, they call forth demons and golems, supernatural servants and elemental creatures. Summoners have toppled empires and challenged gods. They are venerated as saviors and feared as destroyers. The chosen are born with a mark on their hand, but the origins of this gift were forgotten long ago.

Joseph now fears his power more than death itself. As a child, Joseph tried to save his village from attackers, but the demon he summoned slaughtered the villagers while Joseph watched in horror, his misguided heroics causing the deaths of those he loved. Exiled and ostracised, Joseph vowed never to summon again.

THE CHARACTERS

JOSEPH

Role: Farmer; Summoner

Born: 577 VM (19 years old)

After the massacre of Ciran, Joseph exiled himself to Masad, a village on the Darhu river. Though he has tried to forget the horror unleashed by his power, Joseph must learn to master his gift and confront the Emperor of Orenia.



ROSALIND

Role: Novice of the Order of Iona; Spellcaster

Born: 579 VM (17 years old)

Rosalind is the estranged daughter of Yago, a former monk of the Order of Iona. Under mysterious circumstances, Rosalind came to Iona as a child and is now a novice of the Order. She has begun her study of Aosi, the divine language in which all of Creation has been written.



FLECE

Role: Thief

Born: 574 VM (22 years old)

Flece grew up in the quarter of Lenele known as the “Old City,” the slums on the Darhu’s east bank. The daughter of a prostitute, Flece was orphaned when her mother was knifed to death in the Alley of Dogs. Flece works for Tancred, the “King of Fleas” who controls all illicit commerce in Lenele.



JEKHAR

Role: Warrior

Born: 575 VM (21 years old)

Joseph’s childhood friend, Jekhar lost his family when Joseph destroyed Ciran nine years ago. Jekhar swore on their graves that if Joseph ever crossed his path again, he would have his vengeance. Jekhar now lives in Lenele, capital of Medeva, where he serves in the army of King Bellias VI.

MUROD

Role: Emperor of Orenia

Born: 532 VM (64 years old)

Formerly the leader of the Society of the Jade Temple, Murod betrayed the emperor, murdered his family, and seized the throne of Orenia. Murod has enslaved his people to rebuild the Tower of Eleh and install himself as the Emperor of Heaven. Because of the Jade Temple's prophecy, Murod has invaded Medeva to find the Summoner.

YAGO

Role: Joseph's Teacher; Counselor of Prince Sornehan

Born: 546 VM (50 years old)

A former monk of the Order of Iona, Yago left the monastery to find the child born with the Mark, but his efforts to teach Joseph failed when the boy destroyed Ciran. After Joseph renounced his gift, Yago traveled to Lenele, where he now serves as counselor to Prince Sornehan, brother of the king.

THE FOUR RIDERS

Role: Minions of Murod

Born: Unknown

No one but Murod knows the names and origins of these sinister warriors. They are believed to be minions of Laharah who served her in the Second Araenugeth, the "War of the Gods" fought eons ago. Searching for the Summoner, the Riders lead the Orenian invasion of Medeva. Each rider has unique abilities and attacks.

KING BELLIAS VI

Role: Ruler of Medeva

Born: 556 VM (40 years old)

Bellias has ruled the Kingdom of Medeva for sixteen years. His marriage to Galienne secured the power of the monarchy and brought peace to his troubled realm. Bellias is heir of the Rhunari princes who unified the thirteen kingdoms in the Medevan Conquest.

AOQI

Role: Leader of the Society of the Jade Temple

Born: Unknown

The mysterious "woman in white," Aoqi is the leader of the Society of the Jade Temple. Once the priesthood of the Orenian emperors, the Society prophesied that one born with the Mark would destroy Murod. The Emperor responded by having the priesthood executed. The sur-

vivors went into hiding, and now they lead the rebellion against the Usurper.

TANCRED

Role: Flece's Guardian; Leader of Lenele's Thieves

Born: 560 VM (36 years old)

The infamous "Prince of Beggars" and "King of Fleas," Tancred controls a network of smugglers, thieves, spies, and assassins. Tancred became Flece's guardian after the death of her mother, and he taught her the arts of stealth and deception.

SAVING AND LOADING

S*ummoner*™ enables you to save data during a game. The number of games you can save is limited by the available space on your hard drive.

SAVING

Press the **ESC** key to view the Pause Game Menu. Now use the cursor to highlight the SAVE GAME option. You can choose NEW GAME SAVE to create a new saved game file, or you can highlight a previously saved game to save the new file over it. Make your selection and click.

Note: You cannot save your game during combat. Saving is also prohibited in some areas.



LOADING

To load a game from the Main Menu, select CONTINUE GAME and click. Choose a game file to load with the cursor and click. When prompted, select YES and click to confirm the load.

To load a game from within the realm of *Summoner*™, press the **ESC** key to view the Pause Game Menu. Now highlight LOAD GAME and click. Select a game file and click to load.

MULTIPLAYER

Summoner™ Multiplayer allows up to four players to play via Internet or LAN play. It is a means by which to play cooperatively with others in your party against randomly encountered enemies and build up your character's levels.

Note: In order to play *Summoner™* Multiplayer, you will need at least a 56k Modem and valid Internet or LAN connection via TCP/IP.

REGISTRATION ON THQ'S DEDICATED MULTIPLAYER SERVER

THQ has a site that hosts multiplayer games for *Summoner™*. At this site you will be able to start new multiplayer games and chat with other *Summoner™* players. If you elect to use this service to host a *Summoner™* multiplayer game, click on the dedicated server link on the multiplayer menu (or go to www.Summoner.com) and follow these simple steps in order to sign up and register:

1. Click on accounts
2. Click on "Create New Account"
3. Enter and submit your age
4. Read the Licensing Agreement and click to agree to its terms
5. Complete the form at the bottom of the page and submit (you will need to include your name, a login, a password, and a valid e-mail address)
6. An e-mail will be sent to you confirming your registration. Click on the link in the e-mail to validate your account.

Once an account has been validated you will be able to use this server for multiplayer games and enter them directly from the *Summoner™* multiplayer menu screen.

STARTING A NEW MULTIPLAYER GAME

From the main menu, select the Multiplayer option.

1. *Select a Character*

After selecting the multiplayer option, you will need to first elect to play as a previously created character or make a new character. This is done on the "Character Selection/Creation" menu screen and will be the first menu to appear after selecting the Multiplayer option. Previously created characters are listed on the left

side of the menu. The right side of the screen is reserved for making new characters.

A. Playing as a Previously Created Character

Simply click and highlight the desired character. Created characters will be listed on the left side of the Character Selection/Creation menu.

B. Making a New Character

If you wish to create a new character, select a character from the available choices on the right side of the menu. Next you must assign the desired character a class. You have four classes to choose from: Summoner, Thief, Mage, or Fighter.

Note: As previously described, each of the classes has varying strengths and weaknesses.

You must then assign your character a name. To do this, simply choose the "Name Character" option and type in your desired name.

Once created, you can save your multiplayer character. The number of characters that you can save is dependent on your available hard drive space.

2. Joining/Hosting a Game

After choosing your character, you will be taken to a screen which lists all players currently in available on-line games. At this screen, you can chat with other players and decide what game you would like to join on what level you wish to start.

Note: Not all levels will be available to all players. Available levels are based on what levels you have already finished in previous sessions. You will only be able to load a level that has been unlocked by all players currently in the game.

Beginning players may not have as many levels available to them as other players in the game.

You are only allowed to join games that are currently forming. Joining games that are already in progress will not be allowed.

A. Starting/Hosting a New Game

If you choose to host your own game, you will need to click on "Start New Game" option as listed on the Game List menu screen. After selecting this option you will need to set certain parameters for your game:

1. Name of the Game

Simply type in what you want to call your game. A name must be given to the game.

2. Password

You can select a password for your game. If you select this option, players wishing to join the game will have to enter the password on the Game Start screen. You DO NOT have to include a password for your game.

3. Maximum Level Difference

Use this option to select the maximum level difference joining players can be. You can select between choosing a maximum level difference below the host level or a maximum level difference above the host level.

4. Difficulty Level

There are three difficulty levels to choose from: easy, hard, and nightmare. However, not all three levels of difficulty are immediately available. In order to make "hard" an available level, you must first beat multiplayer on the easy level, and in order for "nightmare" to be available, you must first beat multiplayer on the "hard" level setting. The host of the game will select the lowest difficulty level allowed by the players currently in the game.

5. The Number of Players

You can choose to allow one, two or three other players to join your game.

After all of the parameters have been assigned, click on the "Start Game" button to begin.

HINTS/TIPS

1. Check all barrels and crates. You will occasionally find valuable items.
2. Have your party attack the same enemy target if possible. It is better to quickly defeat one enemy than to attack multiple targets at the same time.
3. Before you equip a new item, make sure it is better than the item you have currently equipped.
4. Always try to position your character above the enemy if at all possible. Your character gains attack bonuses when on higher ground so take advantage of this.
5. Check the character portraits often during battle. The portraits flash when that character is taking damage or is almost dead.

6. Be sure to talk to the people with “!!” displayed over their heads. These people have important things to say to Joseph.
7. Chain attacks can increase in power the more you use them.
8. When using a summoned creature make sure to keep Joseph healthy. If he falls unconscious, the summoning will turn on you.
9. Some creatures are more resistant to certain types of attacks. Experiment to see which weapons work best on which creatures.
10. Check the Quest Journal often to keep up with any new updates.
11. Miniquests and random encounters offer many opportunities to gain experience, gold, and items. Though most of these quests and encounters are optional, use them to build up the strength and resources of your party. You will be better prepared to confront the more difficult challenges you must face later in the game.

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